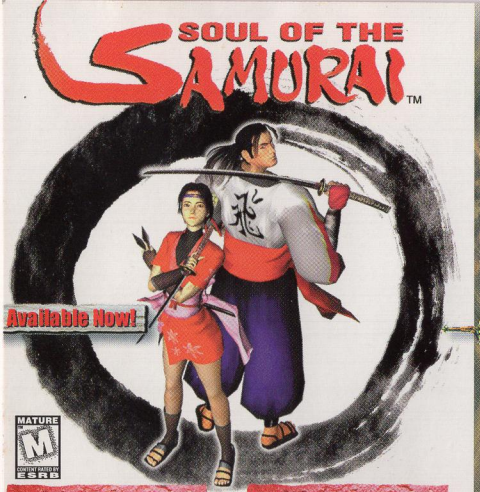
# SOUL OF THE SAMURAI™

Available Now!



AS SEEN IN SEPTEMBER 1999

GAMEPRO
The World's Largest Multiplatform Gaming Magazine

| GRAPHICS | SOUND | CONTROL | FUN FACTOR |
|---|---|---|---|
| 4.0 | 4.0 | 4.5 | 5.0 |

Rated "85/100"
PS Extreme Magazine

# VANDAL-HEARTS® II

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PlayStation

NTSC U/C

PlayStation

MATURE M CONTENT RATED BY ESRB

SLUS-00957

TACTICAL ESPIONAGE ACTION

# METAL GEAR® SOLID

VR MISSIONS

KONAMI®

**WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**USE OF UNOFFICIAL PRODUCT:**

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

**HANDLING YOUR PLAYSTATION DISC:**

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Metal Gear Solid® VR Missions™ disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

1. Insert the "Metal Gear Solid® VR Missions™" Disc and close the DISC COVER.
2. After the Konami® logo appears, the title demo will begin. Press the ◯ Button or the Start Button to bring up the title screen.
3. Press the Start Button during the title screen and the game menu will appear. Press up or down on the Directional Button to highlight your choices and press the ◯ Button to select each menu option.

## [VR Training]

In "VR Training" the player is mission-trained in virtual space.

## [EXTRA]

The player can select various bonus menus such as " MOVIE." Other menus will become selectable after completing various VR Training Modes. (See p.22 "Extra" .)

## [OPTION]

Select this to change the various settings. (See p.14 "Options".)





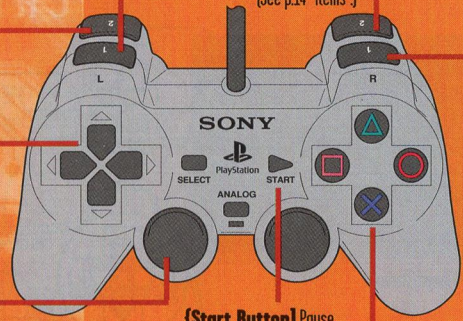
## [ANALOG CONTROLS]

**L1 Button Item quick change**
(See p.25 "Advanced Techniques".)

**L2 Button Equip item**
(See p.14 "Items".)

**R1 Button Weapon quick change**
(See p.25 "Advanced Techniques".)

**R2 Button Equip weapon**
(See p.14 "Items".)




**[Directional Button]**
**Normal:** Run
**First Person View Mode:** Change view (See p.09 "Camera Modes".)

**[Left Stick]**
(Only used in Analog Mode.)
**Normal:** Run

**[Right Stick]:** Not used

**[Analog Mode Switch]**
To turn analog mode "ON," press the Analog Mode Switch until the red LED lights up. With the red LED "ON," the left stick may be used.
(See p.14 "Option".)

**[Start Button]** Pause

△ **Button: First Person Button**
Enters First Person View Mode (See p.09 "Camera Modes".)

□ **Button: Weapon Button**
**When a weapon is equipped:** Use weapon
**When barehanded:** Throw or choke. (See p.25 "Advanced Techniques".)

✕ **Button: Crawl Button (Cancel Button)**
**When standing:** Crouch
*Press the Directional Button while crouching to enter crawl position.
**When crouching or crawling:** Stand up (See p.09 "Camera Modes".)

◯ **Button: Action Button (Select Button)**
**Normal:** Punch (consecutively for kick)
**When back is against a wall:** Rap on wall

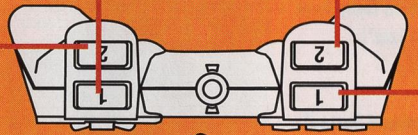
## [NORMAL CONTROLS]

**L1 Button Item quick change**
(See p.25"Advanced Techniques".)

**L2 Button Equip item**
(See p.14"Items".)

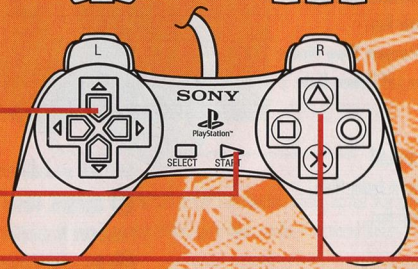
**R1 Button Weapon quick change**
(See p.25"Advanced Techniques".)

**R2 Button Equip weapon**
( See p.14"Items".)




**[Directional Button]**
**Normal:** Run
First Person View Mode: Change view
(See p.09"Camera Modes".)

**[Start Button]** Pause




**△ Button : First Person Button**
Enters First Person View Mode (See p.09"Camera Modes".)

**□ Button: Weapon Button**
**When a weapon is equipped:** Use weapon
**When barehanded:** Throw or choke. (See p.25"Advanced Techniques".)

**✕ Button: Crawl Button (Cancel Button)**
**When standing:** Crouch
*Press the Directional Button while crouching to enter crawl position.
**When crouching or crawling:** Stand up
(See p.09"Camera Modes".)

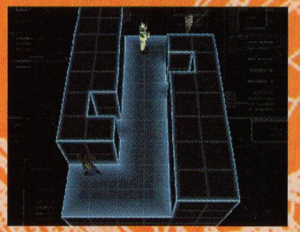
**○ Button: Action Button (Select Button)**
**Normal:** Punch (consecutively for kick)
**When back is against a wall:** Rap on wall
*Change the button settings with the "KEY CONFIG" in the "OPTION" Menu.
(See p.14"Options".)





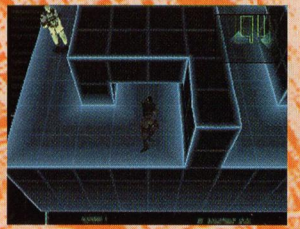
## [STICKING TO WALLS]

You can stick your back up against walls and other objects by pressing and holding the Directional Button in the direction of the wall or other object.



## [ENTERING AND EXITING NARROW AREAS]

After pressing the Crawl Button, use the Directional Button to enter Crawl position. When you are inside narrow areas, you will be in Intrude Mode. (See p.09 "Camera Modes".)



## 1. LIFE GAUGE

Solid Snake's remaining life. This only appears in select missions. When the Life Gauge reaches zero, the game is over.

## 2. "SOLID SNAKE"

The character that you, the player, is controlling.

## 3. WEAPONS

Displays the weapon you are currently equipped with. When nothing is equipped, nothing is displayed.

## 4. ITEM

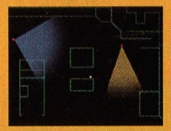
Displays the Item you are currently equipped with. When nothing is equipped, nothing is displayed.

# [RADAR]

## [INFILTRATION MODE]

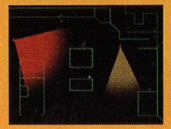
**•DOT IN CENTER**
Solid Snake

**•GREEN CONE**
Solid Snake's field of vision in First Person View Mode.



**•RED DOTS**
Enemy soldiers

**•BLUE CONE**
Enemy soldier's normal field of vision



**•RED CONE**
Enemy soldier's field of vision in "Noise Mode" or "Foot print Mode".

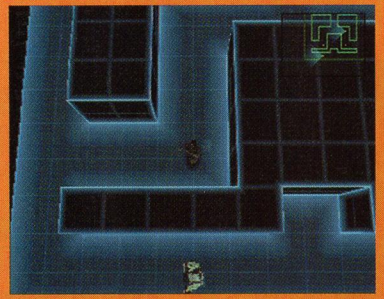
**•YELLOW CONE**
Surveillance camera's field of vision

**[IN DANGER MODE]**
When you are discovered by an enemy, the game enters Danger Mode and your radar becomes unusable. Once you leave the enemy's field of vision, the count down starts. When it reaches zero, the game enters Evasion Mode.

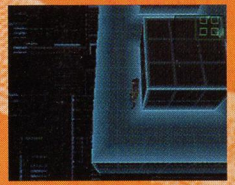
**[EVASION MODE]**
In this mode, the enemy soldiers are looking for Snake. If you are discovered again, the game reenters Danger Mode. If the count down reaches zero, the game returns to Infiltration Mode. Radar is unusable in this mode.

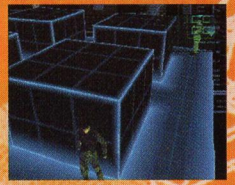
**[ELECTRONIC JAMMING]**
This is when the radar is unusable due to electronic jamming. During this time, weapons and other items which use electronic components, such as surveillance cameras and remote controlled missiles, will not function properly.

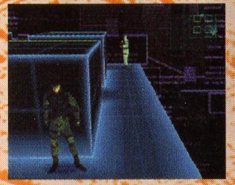
"Metal Gear Solid" employs a variety of camera modes in order to create a feeling of participating in an infiltration mission packed with tension and excitement. Familiarize your self with each unique camera mode and use them to your best advantage.

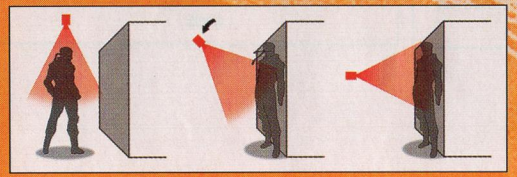


## Use "Behind Mode" to spy on your surroundings while remaining hidden...







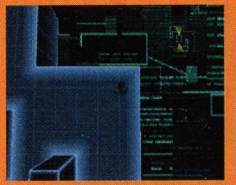


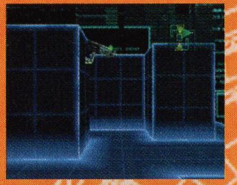
Stick up against certain walls or other objects by pushing and holding the Directional Button and the camera position will move and give you a strategic view of your area.





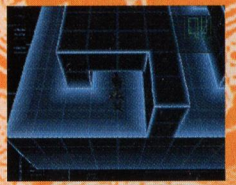
## Use "First Person View Mode" to closely examine your direct surrounding...

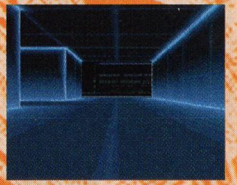


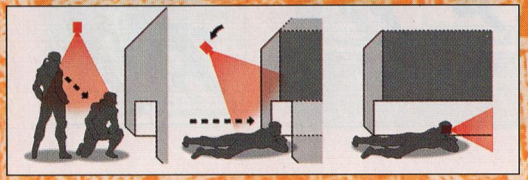


When you press the First Person View Mode Button, the camera shifts to the player's view point. If you press the Directional Buttons while holding the First Person View Mode Button, you can change the direction that Snake is looking in. When you do this, you'll be able to see your field of vision represented as a green cone on your radar.
(See p. 25"Advanced Techniques".)

## "Intrude Mode" operates when you are crawling through narrow areas...

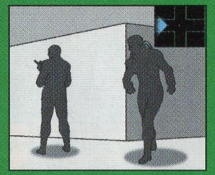






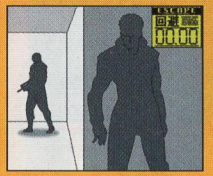
When crawling in tight, narrow spaces ,the camera shifts to the player's point of view. Advance by pressing up on the Directional Button and press down to go backwards. You can also go right or left by pushing in either direction. You can also shift to First Person View Mode while in Intrude Mode.

## [INFILTRATION MODE]



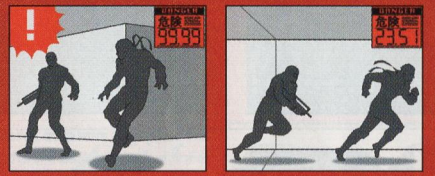
Infiltration Mode is the standard mode when Snake has not been discovered by enemy soldiers or surveillance cameras.

## [EVASION MODE]



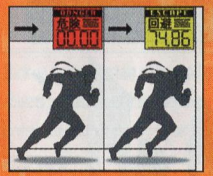

In Evasion Mode, the enemy soldiers are no longer patrolling their routes and are actively searching for Snake.

## [DANGER MODE]




When Snake is discovered by an enemy soldier or a surveillance camera, the game enters Danger Mode.

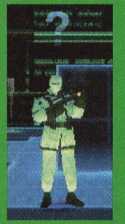
In Evasion Mode, just as in Infiltration Mode, it is possible to use "Noise Mode" to lure your enemy in a particular direction.




## [ENEMY SOLDIER MOVEMENT IN INFILTRATION MODE]

In Infiltration Mode, enemies generally patrol along a certain route.

When the enemy soldiers hear a noise in Infiltration Mode, they leave their patrol route and investigate in the direction of the noise. This is called "Noise Mode" and the enemy's field of vision is displayed on the radar as a red cone.



If the enemy soldiers search the area where the noise was made and find nothing unusual, they will return to their normal patrol routes. It is also possible to intentionally make a noise to lure the enemy soldiers in a particular direction.

When you kill an enemy in this mode, you may also get an item from the fallen enemy.

## [ENEMY SOLDIER MOVEMENT IN DANGER MODE]

Enemy soldier movement in Danger Mode
In Danger Mode, the enemy soldiers will call in reinforcements and attack Snake. If the soldiers lose sight of Snake, the game will enter Evasion Mode.

In this mode, the enemies already know that Snake is around, so even if a noise is made, the game will not enter "Noise Mode".

## [ENEMY SOLDIER MOVEMENT IN EVASION

If the enemy soldiers rediscover Snake in Evasion Mode, the game will reenter Danger Mode. On the other hand, if the player can stay out of sight of the enemy until the counter reaches zero, the game will once again enter Infiltration Mode and the enemies will quickly return to their patrol routes.

## [HOW TO EQUIP ITEMS]

### [EQUIPPING WEAPONS]

Press and hold the R2 Button to display the Weapon Window. Select the weapon you want to equip with the Directional Button and release the R2 Button to equip the weapon. When you don't want to hold any weapon, select "No Weapon".
The numbers below the weapon icon show the remaining ammo/maximum ammo.

### [EQUIPPING ITEMS]

Press and hold the L2 Button to display the Item Window. Select the item you want to equip with the Directional Button and release the L2 Button to equip the item. When you don't want to hold any item, select "No Item".
The numbers below the item icon show the number of items/maximum number of items.

## [GETTING ITEMS]

Items can be acquired by retrieving item boxes. You can use First Person View Mode to check to see what is inside an item box before you pick it up.
You cannot hold more items than your carrying limit.
When you have reached your carrying limit, the message "FULL" will be displayed and the item box will remain unretrieved.





## [OPTIONS]

**Change the various game settings.**

### [SOUND]

Changes between STEREO/MONAURAL.

### [VIBRATION]

(Displayed only when the DUAL SHOCK™ controller is connected)
Turns DUAL SHOCK™ vibration "ON" or "OFF".

### [VIBRATION TEST]

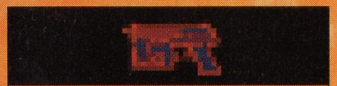
(Displayed only when the DUAL SHOCK™ controller is connected)
Press the Directional Button left or right to test the "Weak" or "Strong" vibration.

### [KEY CONFIG]

Changes controller's button configuration.

### [EXIT]

Return to the Title Screen.



**SOCOM (SOCOM pistol)** Semi-automatic pistol.

Press the Weapon Button to pose, release to fire.

**FA-MAS (FA-MAS rifle)** Assault trifle.

Fire by pressing the Weapon Button.
Press and hold to fire on full-auto.

**PSG1 (PSG1 rifle)** Sniper rifle.

When equipped, game enters Scope Mode.
Press the Directional Buttons to move the sights and the Weapon Button to fire.

**GRENADE (Hand Grenade)** Fragmentation grenade.

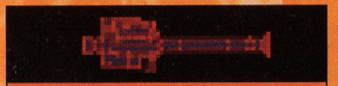
Press the Weapon Button to pull the safetypin and release to throw.
Explodes five seconds after pin is pulled.

**C4 (C4 explosive)** Plastic explosive.

Press Weapon Button to set.
Press Action Button to detonate.

**CLAYMORE (Claymore Mine)** Anti-personnel and mine.

Press Weapon Button to set. Explodes when enemy or Snake enters displayed area. Crawl to retrieve them.
Use Mine Detector to locate them on radar.



**STINGER (Stinger Missiles)** Radar-guided surface-to-air missiles.

Game enters Scope Mode when equipped.
Use Directional Buttons to aim, Weapon Button to fire.

**NIKITA (Remote Controlled Missile)** Radio-controlled missile.

Press Weapon Button to fire.
After firing, use Directional Button to guide.
Press First Person Button to change missile's view.
Can't be guided in areas with electronic jamming.

## [VR]

Infiltration training is conducted in virtual space. Stage clearing requirements are set for the individual modes. There are a total of 300 stages. Achievement rate(-number of cleared stages/300stages)

## [SNEAKING MODE]

### NO WEAPON

Reach the goal without being spotted by enemies.
Simulation ends when the player is spotted.

### SOCOM

The goal appears after all enemies are killed.
Simulation ends when the player is spotted.
Pay close attention to the amount of remaining ammunition in SOCOM.

## [WEAPON MODE]

Use your weapons to destroy all targets.
The goal appears after all targets are destroyed.

## [ADVANCED MODE]

Use your weapons to destroy all enemies.
The goal appears after all enemies are killed.
The training is not aborted even if an enemy soldier detects the player. This training session cannot be selected at an early stage. It can be selected only by advancing in sneaking mode and weapon mode.

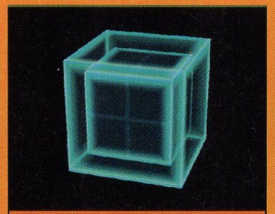
## [SPECIAL MODE]

This is a special type of training conducted under various conditions. It cannot be selected at an early stage. It can be selected only by advancing in sneaking mode, in weapon mode and in advanced mode.

## [SAVE]

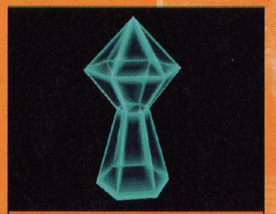
### [VR TRAINING]

The VR Training progress status (the number of stages remaining that can be played and the number of stages that have been cleared) /record time for each stage/key configuration are saved (using one block). If there are any data saved in the memory card, select "VR TRAINING" to shift to the load screen.



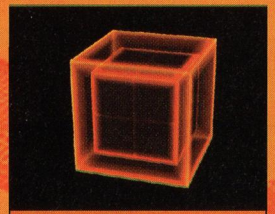
**CUBE-B**

Fixed target



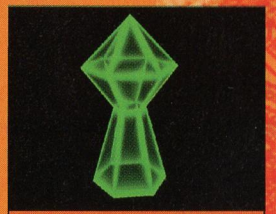
**KOKESHI-B**

Claymore Mine special mobile target



**CUBE-R**

Fixed sympathetic detonation type target. It detonates sympathetically if there is an identical target in the vicinity. If the player is caught in a detonation of this type of target, he will be injured.

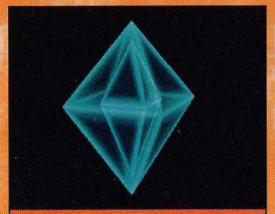


**KOKESHI-G**

Bare-hand mobile target. It appears only in the "SPECIAL/1 MIN.BATTLE/VS.TARGET/NO WEAPON."

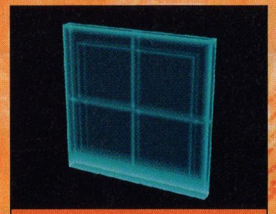






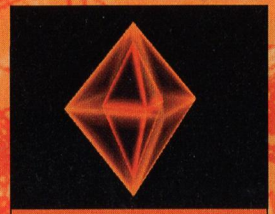
**MOVE-B**

Fixed target



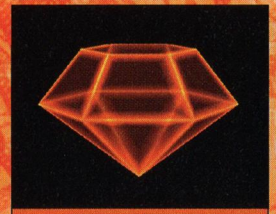
**WALL**

Wall type target



**MOVE-R**

Mobile sympathetic detonation type target. It detonates sympathetically if there is an identical target in the vicinity.



**UFO**

Large mobile sympathetic detonation type target exclusively for stinger missiles. It detonates sympathetically if there is an identical target in the vicinity.

- SNEAKING (60) MODE
  - NO WEAPON
    - PRACTICE
    - TIME
  - SOCOM
    - PRACTICE
    - TIME
- WEAPON (80) MODE
  - SOCOM
  - C4
  - FAMAS
  - GRENADE
  - CLAYMORE
  - NIKITA
  - PSG1
  - STINGER
- ADVANCED(80) MODE
- SPECIAL (80) MODE
  - 1 MIN. BATTLE
    - VS. ENEMY
    - VS. TARGET
  - VS. 12 BATTLE
  - MYSTERY
  - PUZZLE
  - VARIETY
  - VR MISSION





## [EXTRA]

### [ALBUM]

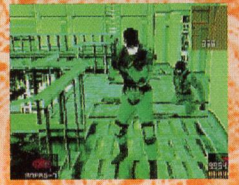
If there is photograph data saved in the memory card, the player can view the data and edit the title and color tone of the photofile.

### [PHOTOGRAPHING]

The player can take photos of models in the "Successful Return Photo Shoot" Mode.

### [MOVIE]

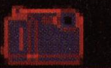
The player can view movies of "Metal Gear Solid" previously shown at special events. The number of movies that are available increases as the achievement rate in VR TRAINING increases.



Select "PHOTOGRAPHING" to enter the "Successful Return Photo Shoot" mode. The player can photograph the model by using the "Camera" item.

The player can get closer to the model as the achievement rate in VR Training increases.

The photograph data can be saved in the memory card and can be reviewed by choosing "ALBUM" in the "EXTRA" menu.



**CAMERA(Digital Camera)**

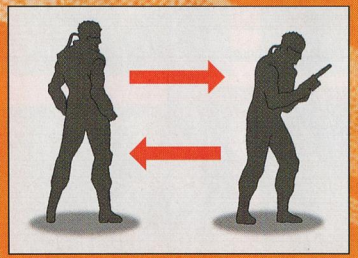
Equip and screen changes to camera's view finder.

Press ○ Button to zoom in, ✕ Button to zoom out.
Press □ Button to snap the photo. You can save a copy of the photo onto a memory card (a photo takes up two memory blocks). When photo data is saved, a new directory, "ALBUM", opens up in the "EXTRA" directory.

## [STRANGLE]

When you're not holding a weapon and you press the Weapon Button (without pressing the Directional Button) while close to the enemy, you can strangle the enemy.

- If you press the Directional Button while strangling your enemy (with the Weapon Button pushed), you can walk while dragging him.
- If you repeatedly press the Weapon Button while strangling, you can snap your enemy's neck.
- If the enemy soldier struggles while the player is strangling him, the player can strengthen his grip to snap his neck by quickly pressing the Weapon Button again.

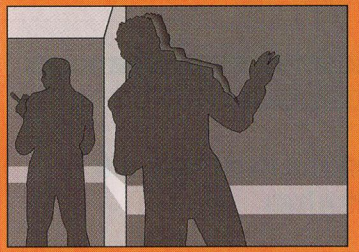


## [QUICK CHANGE]

You can equip and unequip your weapons or items without opening the windows by pressing the R1/L1 Buttons. If you press the button while an item is equipped you will unequip it, and if you press while nothing is equipped, the last item/weapon you equipped will become equipped.

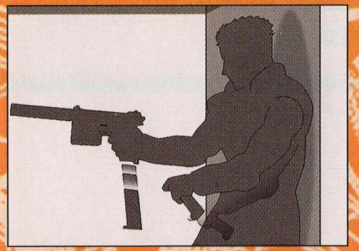






## [QUICK PEEK]

If you press the R1 or L1 Button while in First Person View Mode, you can take one side step to the right or left respectively. When you release the button, you'll return to your original position. It's a good technique for taking a peek at what's in front of you while remaining hidden in the shadows.



## [TACTICAL RELOAD AND SHOOTING WHILE RUNNING]

Reloading during a battle can be very dangerous because it leaves you temporarily defenseless. When it looks like you are about to run out of ammunition, press the R1 Button twice. This will cancel your action and make Snake reload his gun. You can also run while shooting with your SOCOM or FAMAS by pressing the Crawl Button while holding down the Weapon Button.

## [LURING AND NOISE MODE]

When the enemy soldiers hear a strange noise they'll leave their patrol route and check out the area that the noise came from. Once they confirm that there's nothing unusual, they'll return to their patrol route. Press the Action Button when you're stuck up against a wall or other obstacle to make a noise. If you do it right, you should be able to lure the enemy soldier your way.

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